

Readme (Angry Birds)

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Git Hub: https://github.com/priyanshuuuuuuu/AP_AngryBirds

How to Run the Game?

1. Download the project from the provided GitHub repository.
2. Ensure that LibGDX is installed on your computer, as it is required to run the game.
3. After downloading, locate the Lwjgl3Launcher file in the project directory and run it to launch the game. Alternatively, you can execute the Gradle file to start the game.
4. Once the above steps are completed, the game will load and be ready to play.

Functionalities in the Game

- We have added so many things in the game added the sound effects to get the same feel as the original game.
- We have added in the yellowbird when it is launched then the speed of the yellow bird will increase.
- The Game contains total of 3 levels(Easy, Medium, Hard).
- There are four types of birds (Red Bird, Yellow Bird, Blue Bird, Black Bird) all have different health.
- The health of the red Bird is 40 and so on we have initiated the health of the bird.
- Firstly, the game will load and then you have to hit "SPACE" for entering the game, the main screen will appear.
- Then in the main Screen you will have 4 options New Game, Load Game, Settings, Exit.
- In the Main Screen, after clicking on the Main screen The level screen will appear in which you will select levels there are total of 3 levels.
- After you can select the level from the level screen.
- The loading screen will appear in that you have to wait for 3 seconds and then you have to press "SPACE" for entering into the main game.
- The level game will appear in which you have to play the game
- You just drag the bird back by which the bird will release and then hit into the structure and the pig.
- After hitting the pig the score will increase and will reflect in the game screen.
- Then if you complete the level, the level complete screen will appear
- If you loose the level, the level fail screen will appear.
- Same for the level 2 and level 3.
- The game is done.

We have implemented all the basic features of the game to serialization of the game by which you can load the saved game

Summary

This project implements the essential features of Angry Birds, including bird abilities, destructible environments, and a progression system. In addition to the core mechanics, advanced features like saving/loading functionality and physics-based trajectories make the game engaging and replayable.

The game provides an entertaining and immersive experience while challenging players to strategize and master each level.

Here is the Drive link for the GamePlay video

<https://drive.google.com/file/d/1IDCgrFDFHUIftWcRFeVRORONeBeCZmOc/view?usp=sharing>